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MAD

MAGAZINE'S OFFICIAL

NEW VOL. II

SPY vs SPY THE ISLAND CAPER

USER'S GUIDE

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SPY vs SPY THE ISLAND CAPER

SPY vs SPY
THE ISLAND CAPER

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SPY VS. SPY: THE ISLAND CAPER is the sequel to Kemco's best selling Mad Magazine's Official Spy Vs. Spy. This action strategy game features both spies parachuting onto a tropical island with an active volcano in a desparate race to find the buried parts of a missle. In this game, players construct their own booby traps in an attempt to eliminate the other spy from the search.

Created by Antonio Prohias, the agents in Black & White first appeared in MAD magazine in 1960. The antics of these agents of absurdity have been enjoyed by millions in paperback as well since 1972.

SIMULVISION™ utilizes a revolutionary split-screen display depicting both players' activities simultaneously! Even when playing alone against the computer, you get to see what the other wise-spy is up to.

SIMULPLAY™ lets both players play...you guessed it! Simultaneously. No more need to wait your turn as you travel throughout a selectable, yet randomly generated series of tropical islands.

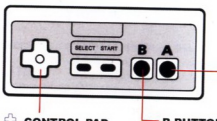
MISSION OBJECTIVE:

Your mission, should you choose to accept it, is to find and recover all three parts of the top secret XJ4½ missle. Of course, the missle parts are located on Spy Island, a deserted (except for your opponent and the sharks!) tropical island in the middle of nowhere. Not only must you locate all three parts of the missle, but you must fully assemble it before being able to transport it off the island via your submarine. By the way, there is also an active volcano on the island so you wont have too much time.

As you attempt to recover the parts and assemble the missile, your opponent won't be taking a siesta. After all, your opponent is there for the same reason you are, and there are only three parts for the one missile.

To aid you in your mission, your country, at great expense has provided you with the ultimate too in spy technology, the all-in-one multipurpose, super-duper Island Trapulator. The nifty little gadget comes complete with a computer generated mapping system and a few devious items for building nasty little traps that can surprise your opponent (or yourself if your not careful). Of course, your opponent is equally well equipped with the same state of the art technology.

CONTROLS



HAND-TO-HAND COMBAT

The combat mode exists only when the following two situations occur: (1) Both Spies enter the same part of the island and SIMULVISION ends. The Spy that entered the common area appears on the same screen as the Spy that was already there. (2) Both Spies are within combat range of each other. This distance is equal to two times the width of your average Spy. When you are in combat range, continue pressing **A BUTTON** will make your Spy punch and attack your opponent if he is within striking distance.

Hitting the other spy weakens him and about 15 solid blows (without any weapons) delivered in rapid sucession, are needed to kill him if he started with 100% of his strength.

When you are within **combat range** of your opponent, you will not be able to set any traps until combat mode ends. Combat mode ends when one of the following occurs:

1. A spy is temporarily disabled getting caught by a trap
2. A spy moves out of range of combat (runs away)
3. A spy dies

WEAPONS

Buried in the ground you can find weapons to help in combat mode with your opponent. There are 2 types of weapons:

SWORD

KNIFE

If you happen to get any of these weapons, the above logos will appear on the screen next to your Strength Meter. It is probably a good idea to seek out your opponent for battle if you stumbe upon one of these weapons, as it will be easier to kill them and give you free range of the island for a good amount of time (they will not stay dead, but will be out longer than any trap).

NATURAL HAZARDS

VOLCANO: The digital clock located on the top of the screen, indicates the amount of time remaining before the volcano erupts. If the volcano erupts, both Spies lose the game and the island will be covered with lava.

QUICKSAND: When exploring the island you will see dark patches of sand which are quicksand. If your Spy gets trapped in the quicksand, move your directional pad up and down or twirling iit in a circular motion rapidly while trying to move your Spy to the edge of the quicksand. Failing to get out will make you a "sitting duck" if your opponent is in the neighborhood.

DROWNING: The high seas have their toll of unwary Spies who have wandered off the island jetties. Spies just aren't good swimmers. Staying in deep water will drain your strength very quickly.

MAN-MADE BOOBY TRAPS

As you move throughout the island(s), you may select any of the booby-traps. The booby-trap arsenal contains: coconuts, napalm, rope snares and a shovel for digging pits.

Spies can carry traps, placing them where they wish when they are ready.

1. Press the **B BUTTON** to scroll though the traps until your Spy has the one you want in his hand (e.g. coconut)
2. Position the Spy at the hiding place you have selected (e.g. tree)
3. Press the **A BUTTON** to set the trap

SNARES

Set this trap by selecting the rope by scrolling with the **B BUTTON**. While it is in your Spy's hand, stand in front of a tree and press the **A BUTTON**. Your Spy will then automatically tie one end of the rope to the top of the trees and stretch the other end to the ground. Any player walking over the snare's noose will be snagged and lifted into the tree, being temporarily disabled, losing strength, and dropping any missle sections being carried. The noose is invisible once buried. The trap cannot be set when both spies are in the same screen/section of the island.

OPEN PITS

Set this trap by picking up the shovel wherever you can find it. Walk on an uncluttered area where you wish to dig your pit. With the shovel in your Spy's hand hold the **A BUTTON** down and hold back on the directional pad. Your Spy will now dig a pit. What finally remains is a large gaping hole. Although easy to avoid, falling into this hole will cost you time and strength.

NAPALM

This is the single most deadly trap. Go to the area in which you wish to place the trap. Select the faucet by scrolling with the **B BUTTON** and then press the **A BUTTON** where you want the Napalm Your Spy will now bury a Napalm cannister will torch any unwary Spy who happens to walk over it or tries to dig it up. The unwary Spy will be temporarily reduced to ashes and drop any missle part he was carrying.

COCONUTS

Coconut traps can be used to stun your opponent and take away health. This done by selecting the coconut by scrolling with the **B BUTTON**. Find the tree you want the coconut to fall on your opponents head. Climb the tree and then press the **A BUTTON** to put the coconut in the tree and set the trap. If the other Spy walks under the tree the coconut will fall on his head and he will be stunned for a while.

READING THE MAP

Anytime you wish (except when both Spies are in the same screen) you can read your map. To read your map press the **B BUTTON** until you scroll through your inventory until you reach the map. On your map you will see the following:

1. A flashing quadrant where you are currently located
2. A dotted line showing the last several quadrants that you walked through.
3. A few quadrants containing small white squares representing the locations of the missle sections.

MISSLE CONSTRUCTION

Your mission being to escape the island, fully assembled missle in hand, it is important to remember that all else is but a mere distraction. Before time runs out you must manage to find and assemble the missle components in sequence, locate the only exit and board your sub.

The missle is in 3 pieces but you can only carry one section of it at a time, unless two or more sections have been connected in sequence. To assemble two missle sections together do the following: Find any of the three missle sections. While you are carrying this section, find the next adjoining missle section. If for instance you have first found the tail section, connect this to the center section next. Do this by first standing over the second section (as long as it is not buried). Next holding the A BUTTON the section in your Spy's hand will drop to the ground and automatically connect itself to the second section. The two sections that are now connected may be picked up.

Below is a diagram of the missle in parts:

LOSING THE GAME

As mentioned previously, many actions can lower one's strength, such as: swimming in the ocean, combat, and being caught in a trap. Each spy starts with nine units indicated by the "Strength Meter." If you lose all 9 units of strength, you will die and the game is over for you. This is represented by a "angel" Spy appearing when you died, or if at sea, air bubbles briefly appear over the water. When your strength gets dangerously low you can slowly build it back up by avoiding combat and traps. If a spy dies at sea carrying one or more of the missle parts, those parts will be randomly washed up onto one of the beaches.

WINNING THE GAME

There is only one way off the island to the sub and you can NOT leave without the correctly assembled missile. After you have completely assembled the missle, you must next find your submarine, somewhere off the coast of the main island. Your submarine will surface when you approach with the missle. Look for your sub at both the northwest and northeast beaches, and when you see it, wade out to it. Your Spy will now automatically climb aboard and sail off into the sunset.

BOOBY-TRAPS

TRAP	SYMBOL	USEABLE
Open Pits		Everywhere execept in water
Coconut		Everywhere except in water
Rope Snare		Foreground (front and middle) trees only
Napalm		Everywhere except in water
Map		Everywhere except in water